NES-LZ-USA ★

INSTRUCTION MANUAL

TIME LORD®

Thanks for buying Time Lord, another exciting NES game from Milton Bradley! Please read this manual carefully as you learn to play the game.

MB®
Milton Bradley

Official Nintendo Seal of Quality®

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.

This game is licensed by Nintendo for play on the

Nintendo ENTERTAINMENT SYSTEM®

Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.

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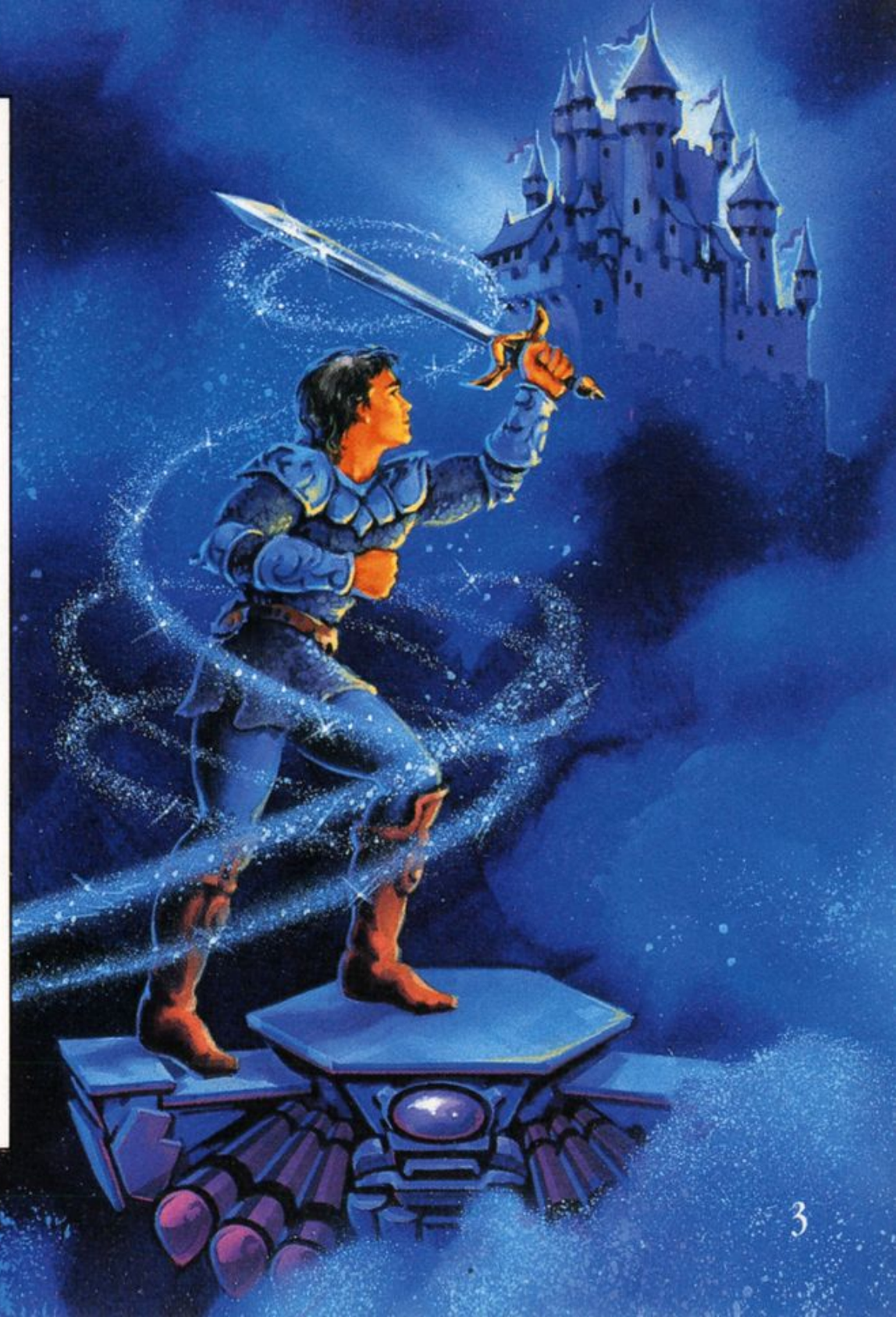
SAFETY TIPS

- Always turn the power off before inserting or removing the Game Pak from your Nintendo Entertainment System.
- This is a high precision game. It should not be stored in places that are very hot or cold. Store it at room temperature. Never hit or drop it. Do not take it apart.
- Avoid touching the terminal connectors. Keep them clean by inserting the Game Pak in its protective storage case.
- Use of thinners, solvents, benzene, alcohol and other strong cleaning agents can damage the Game Pak.



URGENT MEMO

TO: TIME LORD

Date: January 1st, 2999 A.D.

FROM: A. QUANTUM, CHIEF SCIENTIST
MB TIME TRAVEL RESEARCH CENTER

Welcome, Time Lord. We are unable to greet you personally; the Research Center is under alien attack and all personnel are being evacuated.

You are about to embark on a life-threatening quest to prevent the planet Drakkon from conquering Earth. The Drakkons possess the most advanced time travel technology in our solar system. As you read this, Drakkon Lords are forming powerful alliances in 4 historical time zones. If their armies succeed in altering our history, the Drakkons will easily defeat us in the present. Earth will become a mining colony, and its people slaves.

To win this war, you must revisit the past and vanquish the enemy. But our time travel system is crude and limited; it can remain operational for only 1 year. Complete your mission before January 1st, 3000 A.D.—or you will self-destruct with the system.

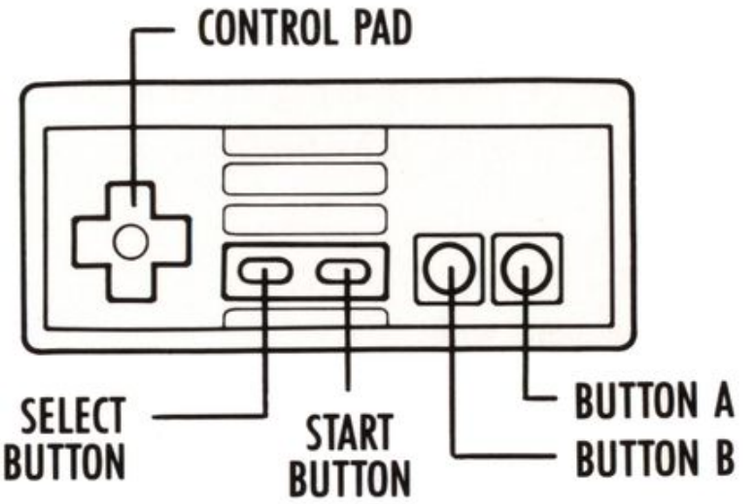
WE ARE COUNTING ON YOU, TIME LORD. READ THE FOLLOWING PAGES THOROUGHLY BEFORE BEGINNING YOUR MISSION. GOOD LUCK!

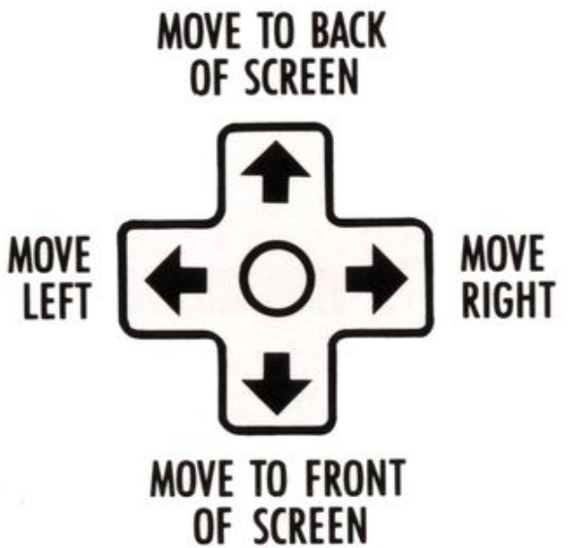
CONFIDENTIAL

USING THE CONTROLLERS

The illustration at right shows the controller parts you'll be using as you play.

- To begin your mission in each time zone—Press START.
- To move—Press the control pad in the directions shown at right.
- To jump—Press BUTTON A.
- To punch/use a weapon—Press BUTTON B.
- To jump and kick/jump and use a weapon—Press BUTTON A and BUTTON B together.
- To switch from weapon to weapon—Press SELECT.
- To pause—Press START.
- To restart—Press START again.





THE PLAYING SCREEN

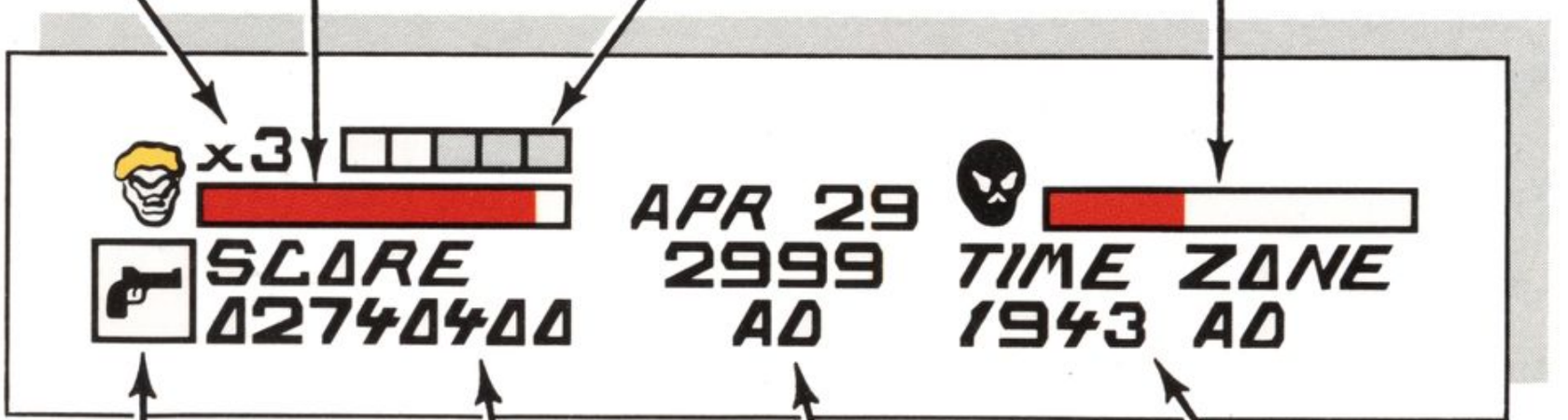
The bottom of your playing screen will always show the following information:

EXTRA LIVES
You start the game with 3 extra lives—that's 4 lives in all.

YOUR LIFE ENERGY
Lessens each time you're hit by an enemy. You lose 1 life when it's gone.

ORB INDICATOR
Light boxes show the number of Orbs you've collected.

THE DRAKKONS' LIFE ENERGY
Lessens each time you destroy a Drakkon Lord. You win the game when it's gone!



WEAPON YOU'RE NOW USING

YOUR SCORE

CALENDAR DATE
Moves ahead toward January 1, 3000 A.D.

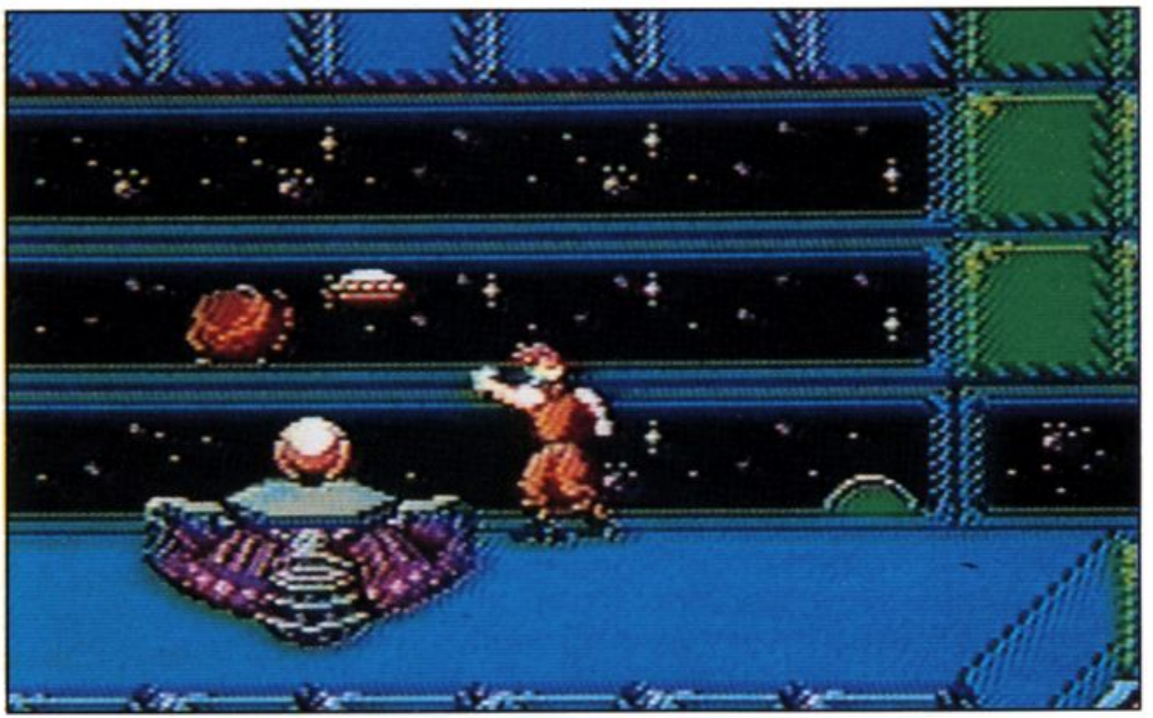
TIME ZONE YOU'RE NOW IN

THE GAME

STARTING OFF: 2999 A.D.

Press START twice to get the screen that explains your mission. Then press START again, and you'll appear inside the MB Time Travel Research Center in the present time zone—2999 A.D.

Collect the 5 Orbs the scientists have left on and around the warp platform. You'll then warp into the past to begin your quest!



Collect 5 Orbs for a quick getaway. Watch out for Drakkon stormers and hoverbots!

YOUR QUEST IN THE PAST

One by one, you'll warp through 4 historical time zones:

CASTLE HARMAN, MEDIEVAL ENGLAND	1250 A.D.
DEAD MAN'S GULCH, WESTERN U.S.A.	1860 A.D.
A PIRATE SHIP IN THE CARIBBEAN	1650 A.D.
WORLD WAR II, FRANCE	1943 A.D.

In each time zone, you must do 3 things:

- Collect weapons
- Collect 5 Orbs
- Defeat the Drakkon Lord to collect your fifth Orb and warp into the next time zone.

YOUR QUEST IN THE PRESENT

After defeating the 4 Drakkon Lords in the past, you'll return to the MB Time Travel Center in the present. In this time zone, you must fight a final, ferocious foe: the Drakkon King himself!

YOUR TIME LIMIT

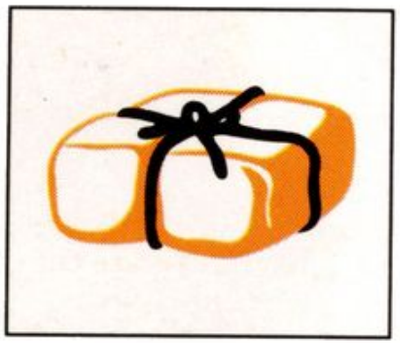
Complete your quest before January 1st, 3000 A.D., or you'll self-destruct with the time-travel system!

ENEMIES

The past and the present are teeming with enemies who will lessen your life energy with each hit. Destroy them to boost your score! There are 4 kinds of baddies:

- **Drakkon Stormers:** You'll find them and their robots invading the MB Time Travel Center in the present. And you'll find their weapons deadly!
- **Drakkon Minions:** These are the creatures controlled by the Drakkon Lord in each time zone of the past. Their weapons, powers and methods of attack vary.
- **Drakkon Lords:** There's one Drakkon Lord in each time zone of the past. Each appears in the form of a different creature. Defeat him with just the right weapon to continue your quest!
- **The Drakkon King:** The last foe you'll meet, and the toughest to beat! He anxiously awaits your return to the present time zone.

WEAPONS



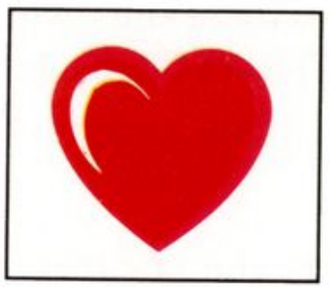
You'll enter each time zone bare-fisted—punching and kicking will be your only weapons. Search carefully to find and collect the weapons the scientists have sent you! They're hidden in packages to prevent discovery by the enemy.

Selecting The Right Weapon

To switch from weapon to weapon, press SELECT. Some weapons are better than others for attacking enemies and gathering Orbs and bonus items. You'll often find that your hands and feet are your best weapons!

BONUS ITEMS

Power Packs: They'll replace your life energy. Search for other items that will boost your energy supply!

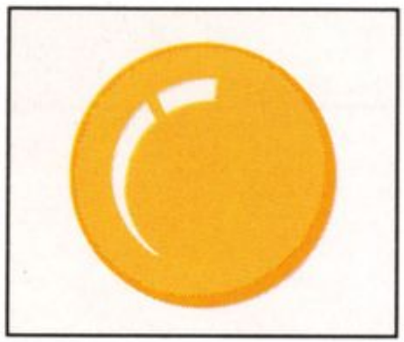


Hearts: Each heart you collect will give you 1 extra life. Various other items will do the same. Can you discover what they are?

Treasure: Collect dollar values of 10,000 and 50,000 to boost your score. Some are harder to reach than others!

Money bags can also be found. You'll find lots of them, if you know how to make them appear!

ORBS



These round golden objects contain the essence of time travel. Orbs give you the energy needed to warp into the next time zone.

Collecting the Orbs is a great challenge. Some are hidden from sight; others seem beyond your reach; still others turn invisible at your approach. You must discover the secret of collecting each one, or you'll get "stuck" in the past with no way back!

The locations of some Orbs will vary each time you play, so every game will be a new challenge! Just when you thought you knew where they were...

YOUR SCORE

Finding treasure, destroying enemies and collecting Orbs and other items will all increase your score.

THE 4 TIME ZONES OF THE PAST

MEDIEVAL ENGLAND: 1250 A.D.

Thou hast come upon the foreboding Castle Harman of yore and lore. Beware, Time Lord! Forsooth, thou knowest little of mythical beasts, armored knights, or the dark perils of a castle dungeon...

Thine Adversaries

Guard thyself against winged dragons, knights in armor, and fleet-footed archer elves with poison arrows.

Verily, thou shouldst tarry a while in the dungeon for a gift of gold...

Thy Blade

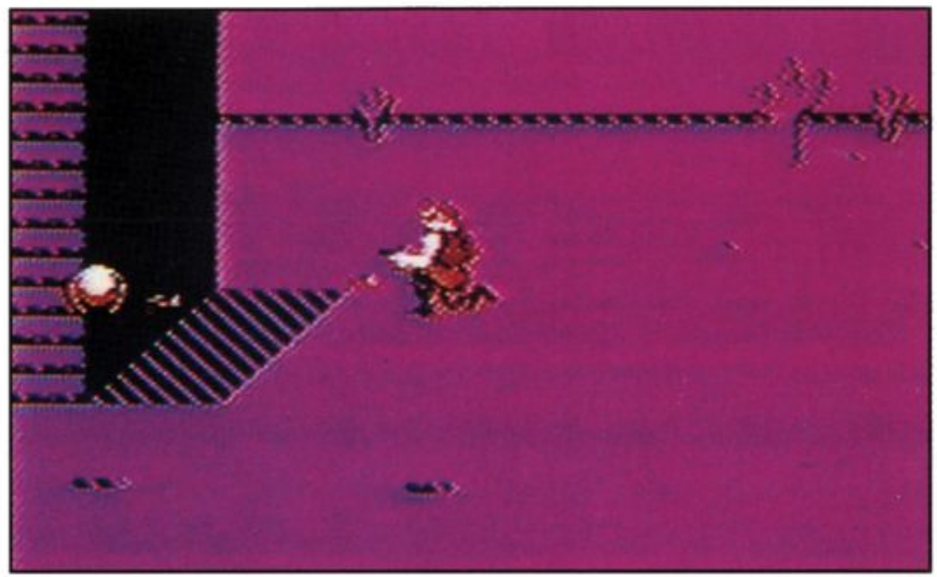
Search, and thou may discover a broadsword of legendary strength and magical powers.

DEAD MAN'S GULCH: 1860 A.D.

Howdy, pardner! Welcome to the wildest ol' town in the West! Folks here don't take too kindly to rabble-rousin' tinhorns, so you're in for one humdinger of a showdown!

Varmints and Critters

Keep your eyes peeled for wild dogs, cowboys with itchy trigger-fingers, and vultures waitin' for the carcass of an unlucky gunslinger.



Sometimes a six-shooter sure is handier than a shotgun!

Firearms

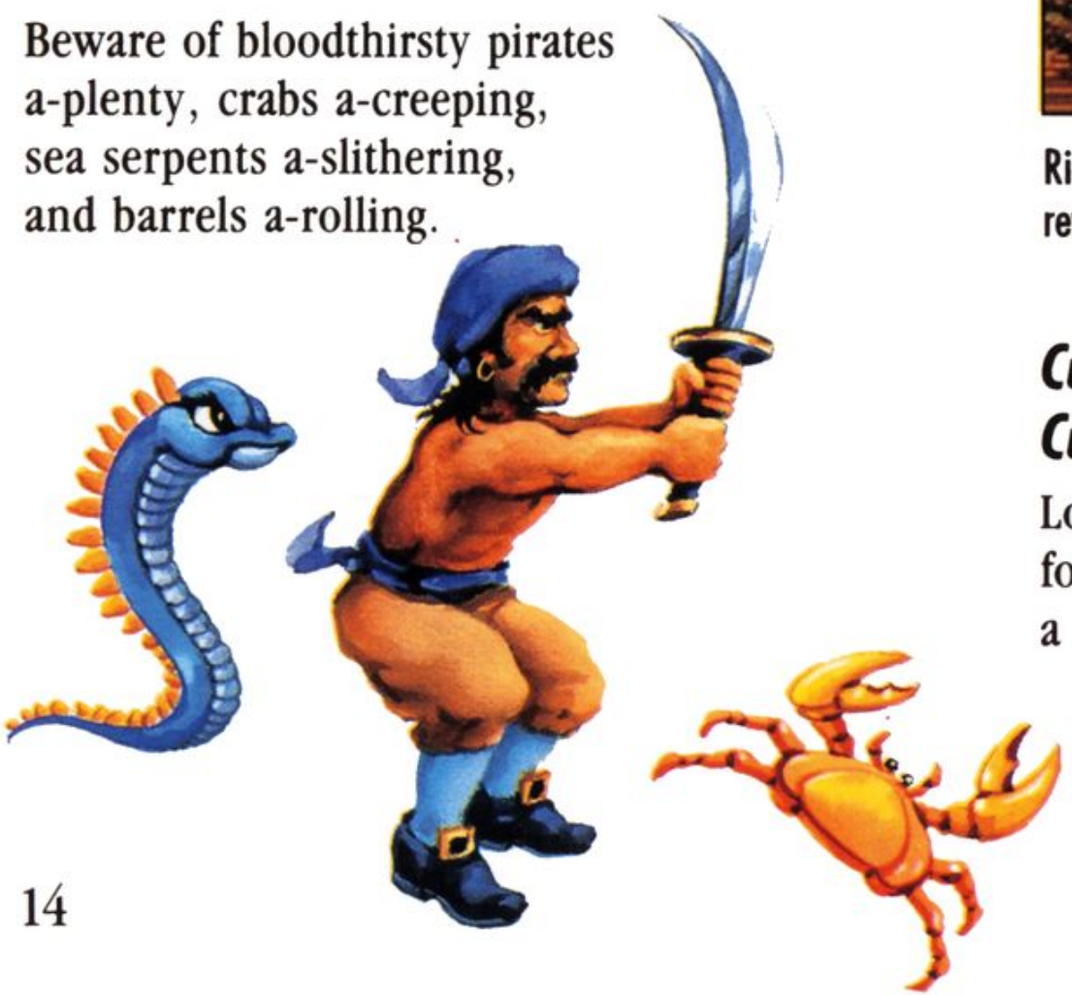
Try rustlin' up a six-shooter and a shotgun, both loaded with unlimited bullets.

THE CARIBBEAN: 1650 A.D.

Yo-Ho-Ho! You just boarded the *Dora Marie,* a perilous pirate ship swarming with swashbucklers! Get ready to shiver the timbers on 3 decks of danger and derring-do!

Foes

Beware of bloodthirsty pirates a-plenty, crabs a-creeping, sea serpents a-slithering, and barrels a-rolling.



Ringing the bells is risky but rewarding. Watch your back!

Cut-Throat Cutlery

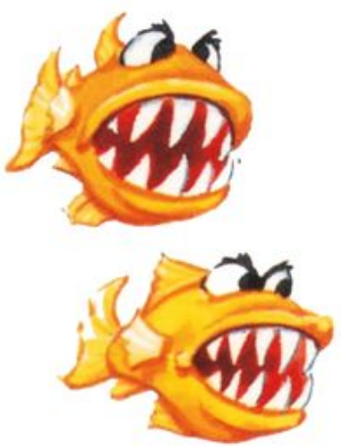
Look high and low for a cutlass and a throwing dagger.

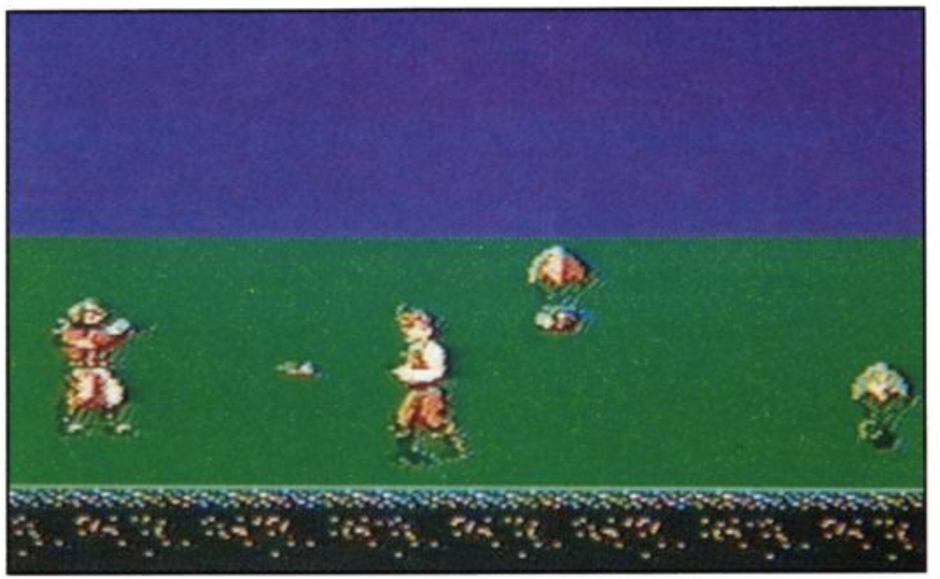
WORLD WAR II: 1943 A.D.

You just joined the army, Soldier, and got deployed to the front lines in France! Better head for those bunkers fast! Without camouflage, you're an easy target for tanks!

Your Enemy And Their Arsenal

Soldiers with heavy reinforcements, land mines, tanks, parachute bombs, hungry piranhas, and knockout gas.





Keep firing at the enemy as you search for valuable supplies

Your Ammo

Scout about for a well-hidden pistol and a full supply of hand grenades.

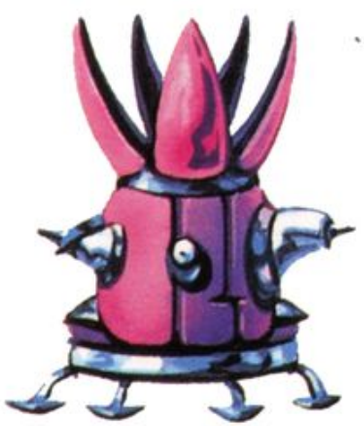
RETURNING TO THE PRESENT

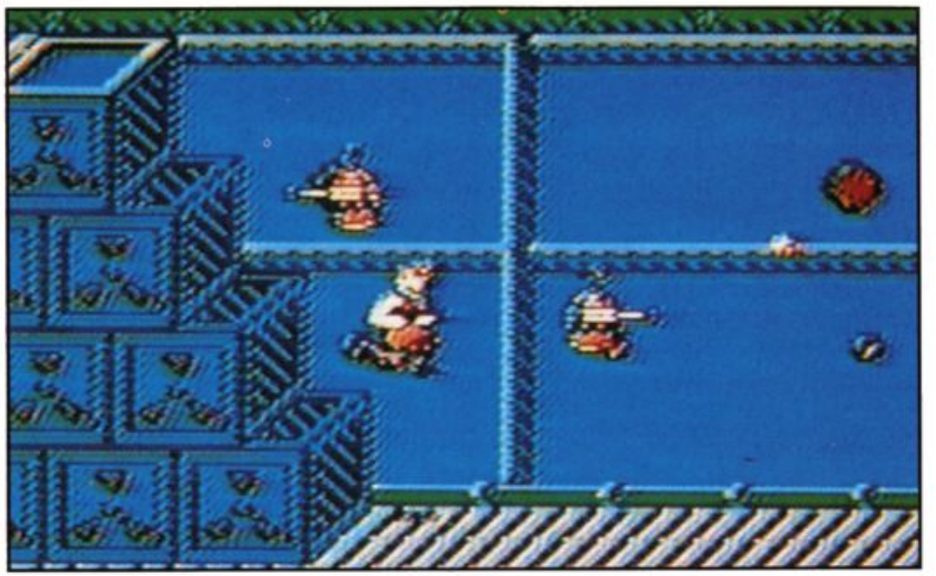
Whew! Home again...but it's months later, and the Research Center is now crawling with Drakkons!

This is your final destination, so you won't find any Orbs here. But search quickly for a weapon or two, or you won't stand a chance against these hi-tech heavies!

Your Opponents

Fight off robots, hoverbots and well-armed Drakkon stormers.





Find weapons and prepare to face the King of the Drakkons!

Your Weapons

You won't get far without collecting a rocket laser gun and a missile gun.

WINNING THE GAME

Defeat the dreaded Drakkon King to win!

THE SIGN-ON SCREEN

After the game ends, the Sign-On screen will appear. You can enter up to 3 letters here. Press the control pad UP, DOWN, LEFT or RIGHT to locate each letter, then press SELECT to lock it in. To erase a letter, press RUB. To enter only 1 or 2 letters, press END when finished.

TOP TIME TRAVELLERS

If your score is high enough, it will appear on the Top Time Travellers screen next to your sign-on. Congratulations!

LOST IN THE PAST?

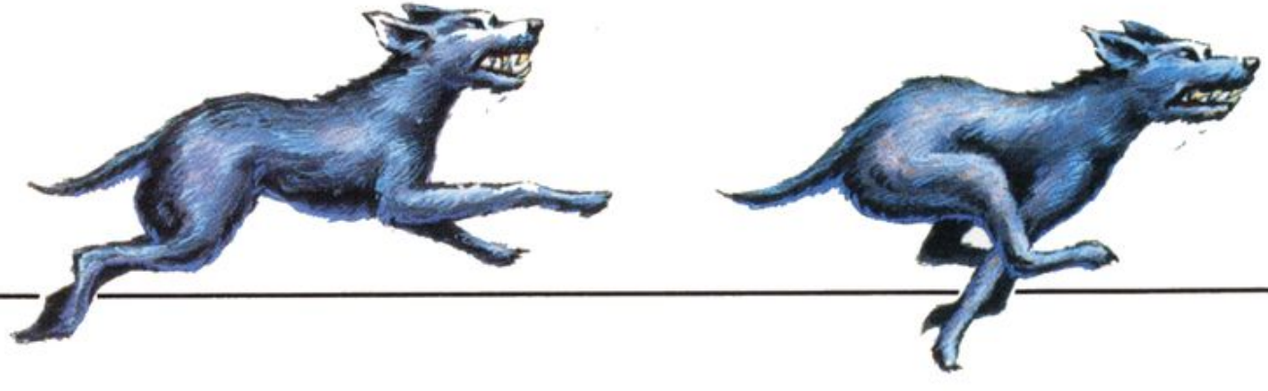
Discovering the secrets of Time Lord takes skill, cleverness, patience—and sometimes, just plain luck!

If you've gotten stuck in the past and can't continue your quest, flip to the last page for our Game Counselor number and hours. Give us a call. We'll be happy to help!

COMPLIANCE WITH FCC REGULATIONS

This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio and television reception. It has been tested and found to comply with the limits for a Class B computing device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that the NES and receiver are on different circuits.
- Consult the dealer or an experienced radio/TV technician for help.



MILTON BRADLEY COMPANY 90-DAY LIMITED WARRANTY

Milton Bradley Company warrants to the original purchaser only, that the Game Pak provided with this manual will perform in accordance with the description in this manual (when used with the specified equipment) for a period of ninety (90) days from the date of purchase. If the Game Pak is found defective within 90 days from the date of purchase, it will be replaced. Simply return the Game Pak to Milton Bradley Company along with a dated proof of purchase. Replacement of the Game Pak, free of charge to the original purchaser (except for the cost of returning the Game Pak) is the full extent of our liability. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE, ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

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This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state, or municipal law which cannot be pre-empted. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

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GAMEPLAY QUESTIONS?

Call Milton Bradley at:
(413) 525-3545

Game Counselors are available
Monday-Friday 8:00 AM - 4:45 PM
(Eastern Time)

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GAME-PAK (NES-GP)

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